ABSTRACT OF THE DISCLOSURE

A method for visualisation of a 3-dimensional (3-D) scene model of a 3-D image using a 3-D display plane can be performed by 3-D pixels that emit and/or transmit light into certain directions, thus visualising 3-D scene points. The calculation of the 3-D image is provided such that the 3-D scene model is converted into a plurality of 3-D scene points, where the 3-D scene points are fed at least partially to at least one of the 3-D pixels, and the 3-D pixels each calculate their own contribution to the visualisation of a 3-D scene point.